



# Race to the Future

## RESEARCH

To wirelessly send a **720p photo** from an RC car to a nearby computer over Wi-Fi, follow these steps:

### 1. Set Up Wi-Fi Communication:

- Ensure that both the RC car and the computer are connected to the same Wi-Fi network.
- If the RC car doesn't have built-in Wi-Fi, consider using a Wi-Fi module or a microcontroller (such as Raspberry Pi) with Wi-Fi capabilities.

### 2. Capture the Photo:

- The RC car should have a camera (e.g., a Raspberry Pi Camera Module) to capture the 720p photo.
- Use the camera to take a snapshot of the scene.

### 3. Transfer the Photo:

- Implement a communication protocol to transfer the photo data from the RC car to the computer. Here are a few options:
  - **MQTT (Message Queuing Telemetry Transport):** Set up an MQTT broker on the computer and the RC car. Publish the photo as a message from the car, and the computer subscribes to receive it.
  - **HTTP Server:** Create a simple HTTP server on the computer. The RC car can make an HTTP POST request to upload the photo.
  - **Custom Socket Communication:** Establish a socket connection between the car and the computer for direct data transfer.

### 4. End-to-End Learning Model:

- On the computer (which is on the RC car), implement an end-to-end learning model for steering angle prediction.

- Train the model using labeled data (input: photos, output: corresponding steering angles).
- The model should take the 720p photo as input and predict the steering angle.

## 5. Servo Control:

- Connect a servo motor to the computer (or microcontroller) on the RC car.
- Based on the predicted steering angle from the model, adjust the servo position to control the car's steering.

## 6. Feedback Loop:

- Continuously capture photos from the RC car's camera.
- Send each photo to the computer using the chosen communication method.
- Run the end-to-end learning model to predict the steering angle.
- Adjust the servo position accordingly to steer the RC car.

Remember that real-world implementation may involve additional considerations, such as latency, synchronization, and safety precautions. Test and iterate to optimize the system for reliable and responsive operation<sup>123</sup>.

The time required for processing one frame in this system depends on several factors, including the computational power of the computer (on the RC car), the complexity of the end-to-end learning model, and the communication latency. Let's break it down:

### 1. Image Capture:

- The time to capture a 720p photo using the camera on the RC car is relatively quick, typically in the order of milliseconds.

### 2. Image Transfer:

- The time to transfer the photo over Wi-Fi depends on the chosen communication method:
  - Using **MQTT**: MQTT is lightweight and efficient. The transfer time can be very short, around a few milliseconds.
  - Using an **HTTP server**: HTTP requests introduce some overhead, but it's still relatively fast, typically within a few milliseconds.

- **Custom socket communication:** Direct socket communication can also be quick, depending on network conditions.

### 3. End-to-End Learning Model Inference:

- The time for the model to process the image and predict the steering angle depends on the model architecture, hardware, and optimization.
- On powerful GPUs, deep learning models can process frames in the order of **10-30 milliseconds** per frame.
- If the model is lightweight and optimized, it can be even faster.

### 4. Servo Control:

- Adjusting the servo position based on the predicted steering angle is typically very fast, in the order of milliseconds.

### 5. Overall:

- Considering all these steps, the end-to-end processing time for one frame (from image capture to servo adjustment) can be roughly estimated as **20-50 milliseconds**.
- Keep in mind that this is an approximate value, and real-world performance may vary based on specific hardware, software, and implementation details.

For safety-critical applications like self-driving cars, minimizing latency is crucial, so optimizing each step is essential for real-time operation .